

The Irragin King: Concept Statement

The Irragin King is a 2D survival horror game about a mythical gryphon on a journey to redeem himself by killing a deadly beast with the help of a human. You follow gryphon Oscar and human James on a quest through the mythical yet dangerous forest of Irragin by scavenging and collecting items and materials for elixirs; running errands for other mythical beings for them to aid Oscar and James on their quest; and fighting off mini bosses throughout their quest to slay the monstrous Aniwye in the forest of Irragin.

Genre

As a mythical gryphon and a human, the player will traverse through the unsettling forest of Irragin, using Oscar and James' skills to scavenge for materials and items, get through obstacles, and fight off other threatening mythical creatures throughout the game. *The Irragin King* maintains survival horror elements and adds more action-oriented gameplay, with higher enemy counts and greater emphasis on combat. It will be released on all major consoles, such as the PlayStation 4 and 5, Nintendo Switch, and Xbox One. The game will be targeted towards mature audiences and will not be suitable for kids to play.

Mission And Objectives

While you are controlling both Oscar and James, the main objective of the game is to defeat the Aniwye, using the skills you have developed throughout your journey. Throughout the game, talk to other mythical creatures to aid you on your quest, cook delicious meals to fill you up (you can't defeat the mighty Aniwye on an

empty stomach) fight mini-bosses such as the manticore, the sirens, and the banshees to be prepared for the main, final battle.

Unique Selling Points

- Male leads, non-human and human character; only two playable characters.
- D&D inspired game with horror elements and adult themes.
- The main protagonist is quite unlikeable, while the co-protagonist is the opposite. You will be playing two different characters that have personalities that are polar opposites of one another.
- Encountering a wide variety of mythical creatures that range from friendly and funny to mean and sadistic.
- The ability to fly throughout your quest if you control Oscar.
- The ability to concoct a wide variety of powerful elixirs.

Setting

The game will be set mainly in a huge woodland forest but will consist of different biomes ranging from snowy tundras to tropical, moist forests. Through the game, Oscar and James will have to travel through the forest and meet different mythical creatures in different biomes; for example, lamias taking residence in tropical forests or somewhere desert-like, and werewolves taking residence in tundra forests. The first part of the story takes place in the woodland/meadow part of Irragin, while the middle and end take place in different biomes. In each biome of the forest, Oscar and James will combat one to three mini-bosses.

Mechanics

Flying- As you control Oscar, you have the ability to fly in order to get to places faster, scavenge for materials in high places, and carry James across your back in certain scenes. At a point in the story, Oscar will break his wing, which will disable this mechanic briefly until his wing gets healed.

Customizable Weapon- Throughout the gameplay, James will find and use old, rusty weapons throughout his journey with Oscar and use them to fight off enemies. However, there will be many opportunities throughout the game where you can customize these weapons by using elixirs, spells, and the help of other mythical creatures in order to make them stronger and more manageable. The more you use these weapons, the more they will start to lose their quality, to the point of eventually breaking.

Multiplayer- Players will connect with a friend and will have the ability to play Oscar or James. Due to this, multiplayer will only have up to two players.

Cutscenes- As more of the story is revealed, the game will cut to short episodes that will progress the story. Players can also unlock secret cutscenes depending on the side characters Oscar and James encounter. Once players have unlocked cutscenes, they can always go back and replay them.

Side Quests- Players will eventually have to do side quests for mythical creatures in order to progress the story, fight off bosses, run errands for other creatures, and prepare for the final battle. Side quests will include scavenging and collecting certain items, fighting with other creatures, and, in some instances, mini games.

Inventory- Players will have the ability to store food, weapons, materials, items, elixirs, gold, and jewels that they find and/or make. Inventory will have limited

slots, and if your inventory is full and you want to store something in it, you have to get rid of something in your inventory in order to make room.

Irragin's Map- Players can get a view of the forest of Irragin using a map in order to see where they are or find a certain area on the map.

Characters

Oscar- The main protagonist of the game is shown to be a jerk throughout most parts of the game. He is a 29-year-old gryphon who is part falcon and part mountain lion. He is egotistical, cocky, fearless (until he meets the Aniwye and some mini bosses), and also has quite a temper. This temper got the better of him when he planned to frame one of the forest princes (who talked badly about him and his family) for setting a part of the forest on fire. However, this backfired on him when the forest prince's wife and some other creatures got burned to death by the fire. In exchange for being imprisoned for life, he has to slay the Aniwye, a fire demon that lives on the other side of the forest, to redeem himself and claim the role of a forest king rather than a forest prince. Throughout the game, Oscar shows to have a mean, narcissistic, and brash personality towards James, some of the forest princes, some of his friends, and other creatures they encounter, and it is mostly James who has to convince other creatures to aid them on their quest. However, he is shown to have a change of heart near the end of the game. He has the ability to fly high altitudes while fighting off enemies, has a good sense of smell and direction, and has keen apex predator instincts; these capabilities are what aid him and sometimes James throughout their quest.

James- The co-protagonist of the game who is shown to be stern but mostly friendly towards others, and eventually towards Oscar. He is a 24-year-old human, 5'8, of Native American descent, and mostly wears tunics while he is in the forest,

despite his position as a voodoo doctor. He is extremely curious about nature, potions, spells, and cryptids, which is what motivated him to become a professional voodoo doctor in the future and stumble upon the forest of Irragin. He eventually meets Oscar and makes a deal with him to aid the gryphon on his quest in exchange for not getting eaten by the gryphon. Despite Oscar intentionally being a bully to him throughout the story of the game, James can tell his motives for doing this and does not let the gryphon get to him. At the middle and end of the game, James' behavior towards Oscar starts to change when Oscar starts to warm up to him. He has the ability to walk or run, concoct elixirs, cast spells, combat creatures, and use weaponry throughout the game.

Aloysius- James' magic staff that comes to life and serves as a companion to James. He is used as a weapon in the game and aids James when it comes to concocting elixirs and potions. The palisman part of Aloysius is the head of a snake, to show his sly and trouble-making personality, but despite this, he is shown to be a caring character in the game and to James, but I wouldn't say the same for Oscar.

The Aniwye/Fire demon- One of the antagonists and the main villain of the game. The Aniwye is a giant, monstrous skunk who is a species of fire demon. He is not a playable character and does not make his appearance until the end of the game. When the player gets close to the ending, the Aniwye eventually hears about Oscar and James on his way to kill him, and in return, he tortures and almost kills James in order for Oscar to fight the Aniwye without the help of James. During their fight, the Aniwye is shown to have immersive strength and is skilled in pyrokinetic magic, which is why it is important that the player is fully prepared. The Aniwye and his species are told and shown to be strong, powerful, heartless, and merciless creatures who serve as tyrants in some parts of Irragin. There are also three different endings that determine the fate of the Aniwye that you can choose from.

Baron- A 150-year-old gryphon who is Oscar's dad, and just like Oscar, he is part falcon and part mountain lion. He only appears at the beginning of the game, where he trains Oscar into becoming a forest prince just like him. He is shown to have a close relationship with his son, but this relationship slowly starts to drift away after he hears about Oscar's despicable act. During Oscar's trial with the forest kings, it was Baron who convinced the forest kings to find another alternative other than giving Oscar a lifetime in prison. Baron is shown to be a strict, brash, yet loving father and husband. Just like Oscar, he is very skilled while flying and has apex predator instincts.

Isaac- A 19-year-old gryphon who is the younger brother of Oscar and the youngest in his family. Just like Baron and the rest of Oscar's family, he is shown at the beginning of the game. He is also one of the several creatures who tried to help Oscar frame one of the forest princes after he talked badly about him, Oscar, and his parents. Isaac is a loyal and shy character and shares a close relationship with his family, not to mention that he still maintains his relationship with Oscar after his despicable act. He is shown to be skilled at flying, like his father and older brother.

Maiyun- A 145-year-old gryphon who is Oscar's mother. Like Oscar's brother and father, she only appears at the beginning of the game and serves as a non-playable side character. She is a devoted wife to Baron, and a loving mother to both Isacc and Oscar, although it is shown that she has a closer relationship to Isacc, which makes Oscar resent her at times.

Levi- A 30-year-old barn owl/lynx gryphon who serves as one of Oscar's friends. He serves as a side character and is non-playable. Just like Oscar and the rest of his friends, he is a troublemaker and has a dishonest demeanor to him.

Damian- A 28-year-old blue heron/ocelot gryphon who serves as one of Oscar's friends. He is a side character and is non-playable in the game. He has a closer

relationship to Oscar out of all of Oscar's friends, and is the close friend of Isacc. He is considered another brother to Oscar's family, but despite this, he is still a sneaky individual who likes to pull pranks, whether they are harmless or bad.

Gregory- A 30-year-old crow/snow leopard gryphon who is one of Oscar's friends. He is a side character and is non-playable in the game. He is considered the "follower/sheep" in Oscar's friend group, and does anything that the gang does, whether good or bad.

Max- A 30-year-old eagle/panther gryphon. He is a side character and is non-playable in the game. He is what you call the "fake friend" of the friend group, and like Levi, is not a good character inside. Oscar has a bad relationship with him, but since he is mostly Levi's friend, he is stuck with him.

Species: bryphon-
Peregrine falcon/Mountain
lion

Sex: Male
Height: 11 ft tall

Colors

Oscar is the main protagonist of the game and is shown to be a huge jerk. He is egotistical, cocky and fearless, and also has quite the temper. After a despicable act, Oscar, with the help of a human, travel through Irragin to slay a powerful fire yokai in order to redeem himself.

Oscar



Can also see in the dark.
Keen in sight.

Has two
tails

Tail feathers
and a mountain
lion tail

Has the back legs
of a lion. Used to grip
prey.

Cat-like ears.
Has incredible
hearing.









